



City of Tempe Community Services 2006 Women's Fall Basketball League



ORGANIZATIONAL MEETING:

Wednesday, July 19 at 6:30 PM

Escalante Community Center; 2150 E. Orange Street, Tempe.

REGISTRATION PROCEDURE:

Entry Fee: \$270.00

Cash, company check, cashier's check, or money orders are acceptable forms of payment (Please make checks payable to the CITY OF TEMPE). The entry fee covers referees, gym supervisor, scorekeepers and cost of awards.

Registration will be accepted at the Escalante Community Center from 8 a.m.- 7 p.m., Monday-Friday, 10 a.m. -5 p.m. Saturday and 1p.m. -- 6p.m. Sunday. No entry will be accepted unless accompanied by a completed roster form and full payment.

-Once the team registers, no refunds are available unless the league is cancelled.

-Registration is on a first-come, first-served basis on the following dates:

Thursday, July 20

- **Teams with rosters comprised of 50% or more Tempe residents, teams with a Tempe business sponsor or teams that attended the organizational meeting.**

Friday, July 21

- **Any team may register until league is full.**

LEAGUE AND TOURNAMENT SCHEDULE:

The season runs from September 11th through November 8th. Leagues will run for 9 weeks. Schedules will be mailed on August 25.

Each team will play a regular season schedule and play in a post season tournament. Games will be scheduled on Mondays or Wednesdays, with game times being 6:30, 7:20, and 8:10.

A post-season tournament will follow the regular season with all teams being entered into the tournament. Tournament brackets will be based on final league standing.

NUMBER OF TEAMS:

Both a competitive and a recreational league will be offered. The competitive league will play on Monday (with one Tuesday game on September 6th) and the recreational league will play on Wednesday. Each league will have a maximum of 7 teams.

WEB SITE:

Schedules, standings and post season tournament brackets will be posted as they become available @ www.tempe.gov/escalante

LEAGUE CHAMPS:

In each division the best overall record will determine the division champion.

TIED LEAGUE STANDINGS:

If teams are tied in the final league standings, the tie will be broken as follows:

Tie Break #1 - Head to head competition.

Tie Break #2 - Points allowed in head to head competition

Tie Break #3 - Total points allowed during league play

AWARDS:

1st and 2nd place team T-shirts for **post-season tournament**.

LOCATION:

All games will be played at the Escalante Community Center - 2150 E. Orange.

The floor is a Loncourt Synthetic surface.

Please...No smoking, eating or drinking in the gymnasium. This includes spectators.

MANAGERS/COACHES:

Team managers/coaches will be responsible for the overall conduct of their team and fans, and will see that all players are familiar with all rules and regulations for the City of Tempe Basketball League. Entering future leagues will be based on the conduct of a team's coaches, players, and fans.

LEAGUE POLICIES

1. Team Rosters:

All players must be at least 18 years of age to participate. Team rosters may contain not less than eight (8) or more than twelve (12) players. Players may be added/deleted from the original roster through the fifth week of the season. Changes made to the original roster must be completed using the appropriate Roster Change form, available from the gym supervisor, before the player participates in a game. A Tempe resident may be added for another Tempe resident or a non-resident. A non-resident may only be added for another non-resident. This applies only to teams that registered under the 50% rule. Rosters will be frozen after the 5th week of play.

Players may participate in only one City of Tempe basketball team. Any player found on more than one team will be considered ineligible. All managers and gym supervisors may challenge the eligibility of any player(s). Protests on roster eligibility must be made prior to the end of the game.

Staff will conduct periodic roster checks. Any player whose eligibility has been challenged must present the gym supervisor with an Arizona Driver's License or other form of photo identification showing their present address. Players who are unable to produce acceptable identification will be considered ineligible and not allowed to participate.

2. Protest Regulations:

Only protests regarding ineligible player(s) or rule interpretations will be accepted and considered valid. Protests involving the judgement of an official will not be given consideration. The team manager is the only participant allowed to file a protest. Once play has stopped the manager must inform the game official of the intent to protest. A protest must be made prior to the end of the game. The gym supervisor and official will confer if necessary. **ALL DECISIONS RENDERED BY THE GYM SUPERVISOR OR GAME OFFICIAL ARE FINAL.** The manager then has the option of filing a written protest, accompanied by a \$25 fee to the Escalante Community Center by 5:00pm the

following work day. If the protest is upheld, the \$25 fee will be refunded. In all protest situations, the game will continue from the point of protest.

3. Conduct:

Good sportsmanship should be stressed at all times. Profanity will not be tolerated; guilty parties will be ejected from the game. The gym supervisor and/or game official will have the power to eject a player or spectator and forfeit a game without warning for any conduct deemed unsportsmanlike or detrimental to the game. Any participant assaulting an official or City employee will be automatically suspended for the current season and the incident may result in legal action. When players are listed on a team's roster it is understood that the team manager will notify them of all rules and regulations. **Only players and coaches are allowed on the bench during the game.**

4. Ejections:

Players ejected from a game must leave the playing area immediately. Any player ejected will face an automatic one game suspension. Depending on the incident and upon review, Escalante Community Center reserves the right to determine the length of the suspension. Each incident will be reviewed and the team manager will be informed of the decision within a reasonable length of time.

- A.) A suspended player who plays a game (s) during the suspension shall cause their team to forfeit.
- B.) Any player who is ejected for the second time in a season will be ineligible to participate for the remainder of the season.
- C.) Any player ejected from a tournament game will sit out the remainder of the tournament.
- D.) NO DUNKING is allowed—this includes warm-up and games. Penalty is a technical foul and possible suspension from the league.
- E.) Any player or coach who receives two (2) technical fouls against them will be ejected from the game.

5. Uniforms:

All teams must have **matching same colored shirts** with commercially printed or stenciled numbers **on the back or front**. There may not be more than 2 digits, and uniform numbers cannot be duplicated. Players will not be allowed to play in a game without a proper uniform shirt. Should a team fall below the minimum required number of players due to improper uniform, forfeiture will result. **The numbered jerseys will be required for the first regular season game.**

6. Game Basketballs:

Basketballs will be furnished by the **CITY OF TEMPE** for **games only**. Teams are expected to have their own basketballs for warm-ups.

7. Insurance:

The City of Tempe does not provide individual accident insurance for its participants. Each player is responsible for their own medical insurance coverage. If an injury/accident does occur notify the gym supervisor so that appropriate measures may be taken.

GAME RULES AND REGULATIONS

1. Playing Time:

There will be two halves. Each half will be 20 minutes in duration with running time. A stop clock will be used the last (5) seconds of the first half and last two minutes of the second half. If a team is ahead by 15 or more points in the last 2 minutes, it will **not** be stopped.

2. Time-Outs:

Two one-minute time outs per half. The referee has the power to stop the clock at his discretion when there is an unusual situation that warrants a delay. One time-out in the 1st overtime.

3. Half-Time:

Halftime will be five minutes in duration.

4. Tie Game:

In case of a tie game there will be one three-minute overtime starting with a jump ball. If this overtime ends in a tie one two-minute overtime will be played starting with a jump ball. If there is a tie after the 2nd overtime a sudden death will be played---the 1st team to score wins the game. Clock stops in the last minute of overtime.

5. Game And Forfeit Time:

A team must have a minimum of four (4) players to start the game. Line-ups must be turned in to the scorekeeper at least 5 minutes before the game begins. A ten minute grace period will be given to all game times. The ten minutes will come out of the first half game time. The team with enough players will be given 2 points for every minute that the opposing team is short of players. The game clock will start and wind down ten minutes. If a team's players show up within the grace period, they will begin at whatever time is on the clock. The gym supervisor's watch will be the official clock in establishing a forfeit time. Any team accumulating two forfeits during a season may not be invited back the following year; three forfeits and a team can be dropped from the league.

6. Foul Shots:

Foul shots will be taken during the entire game and in overtime. Fouls will be penalized as follows:

- a) Shooting Fouls Made - 2 or 3 points, Offensive team shoots one foul shot.
- b) Shooting Fouls Missed - Offensive team shoots two or three foul shots.
- c) Common Fouls - receive the ball out of bounds. Beginning with the seventh (7) team foul in each half - shoot one and one. On the tenth (10) team foul - shoot 2 foul shots.
- d) Technical Fouls - receive 2 points plus the ball out of bounds. (This will also count as a personal foul for the offending player). Player must sit two minutes of running clock time (game clock) before re-entering the game.
- e) Intentional Fouls - shoot 2 foul shots plus the ball out of bounds.
- f) All players in the free throw lane may leave on the release of the ball by the shooter. (NCAA Rule)
- g) Only 6 players allowed on the lane. New High School Rule (A-B-A) B =shooting team.

7. Substitutions:

Free substitution is permitted while the ball IS NOT IN PLAY and after the substitute has reported to the scorekeeper.

RULE BOOK: The current High School Rules (National Federation Edition) will be used for all situations not covered in this handbook.

In the event of any rule questions the Sports Coordinator shall have the authority to institute new rules or to modify current rules, to maintain a continuity of the overall Sports Program. This interpretation of the rules shall be final.

League Coordinator – Alex Jovanovic (480) 350-5811



**City of Tempe
Women's Basketball Registration Form**

Fall 2006

TEAM NAME _____

ADDRESS _____ CITY _____ ZIP _____

HOME PHONE _____ OFFICE PHONE _____ FAX _____

CIRCLE THE LEAGUE YOU ARE REQUESTING

COMPETITIVE

RECREATIONAL

Teams with previous Tempe experience please answer the following:

FALL 2005 Classification _____ Record _____

If you are requesting a change in league classification, why? _____

Other teams, PLEASE ANSWER THE FOLLOWING:

What City, classification and record did your team last play? _____

NEWLY ORGANIZED TEAMS PLEASE CHECK HERE _____. Why have you requested the classification above?

**I UNDERSTAND THAT ONCE THE TEAM REGISTERS, NO REFUNDS ARE AVAILABLE UNLESS
THE LEAGUE IS CANCELLED.**

DO NOT WRITE BELOW THIS LINE

ENTRY FEE _____ PAID BY _____

RETURNED TO _____

Please print all information.

FALL 2006 ADULT WOMENS BASKETBALL ROSTER

<p style="text-align: center;">City of Tempe Sports League Registration / Roster Form</p> <p>TEAM NAME: _____</p> <p>MANAGER: _____</p> <p>ADDRESS: _____ CITY: _____ ZIP: _____</p> <p>(H) PHONE: (____) _____ (W) PHONE: (____) _____</p> <p>CELL PHONE: (____) _____ PAGER: (____) _____</p> <p>E-MAIL ADDRESS: _____</p>	<p>"I have read and agree to all the rules of the City of Tempe League and verify to the best of my knowledge.</p> <p>Manager's Signature: _____ Date: _____</p>
OFFICE USE ONLY / VERIFICATION OF TEMPE RESIDENTS	
<p>Registration Status: 50% _____ Tempe Business _____ Open _____</p>	

Team Roster: Name	Address	City	Zip	Home Phone	Work Phone
1)				()	()
2)				()	()
3)				()	()
4				()	()
5				()	()
6				()	()
7				()	()
8				()	()
9				()	()
10				()	()
11				()	()
12				()	()